

16. OMNI CONNECT, USER PROFILES, AND MODES

Omni Connect is the Omni's configuration utility that enables you to connect and configure your Omni and Pods, activate Bluetooth mode, and create or select your Omni Online user profile. Omni Connect will also notify you when new software updates are available.

Omni Online governs the Omni's functionality to upload your best times and scores to our global leaderboards, and display your user stats and universal league tables in-game across platforms.

We currently have three Navigation or 'Omni' Modes, which can be selected in Omni Connect. Please familiarize yourself with the different modes, explained below:

A. Coupled Mode

Whenever you walk, jog, or run you will head in the same direction you are looking – hence 'fully coupled'. Strafing and backwards stepping are still possible in this mode.

B. De-Coupled Mode

This is our most advanced mode. Viewing direction and heading direction are completely de-coupled. In this mode, when you look to the side whilst walking forwards, you will not drift off your path. It's extremely satisfying! Moving around obstacles and turning corners will require more physicality however, as there is no predictive turning based on head movement – you will not start to turn until you rotate your hips, and you will always go in exactly the direction your hips are facing (unless strafing or walking backwards). Only recommended for pro-users.

C. "W" Legacy Mode

Use this mode to play Legacy games that requires "W" keyboard input to move forward. Strafing, jumping and backwards walking may not be available in this mode, but such movements may be activated using a gamepad.



Doc V: "Your user profile is a handy tool for keeping track of how far you've run and how many calories you've burned. Be sure to monitor your weight and update this value in your user profile – this helps to accurately calculate calories burned."

17. CONDITIONING GUIDELINES

! WARNING

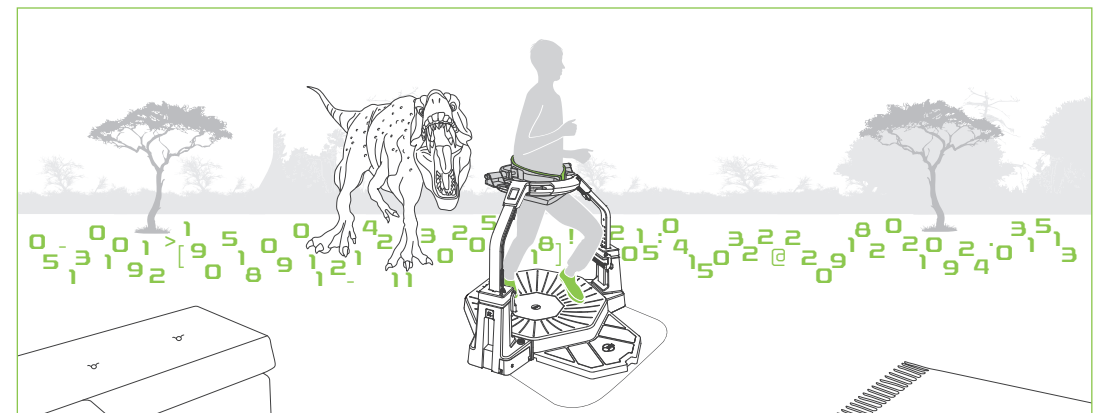
Do not attempt to use the Omni if you are not healthy enough to engage in moderate to heavy physical exercise. Consult a physician if you are unsure whether you are healthy enough to use the Virtuix Omni products. Do not use the Omni for longer than one hour at a time. Failure to follow usage instructions can result in injuries.

! WARNING

Never use chemical cleaners or any other reactive agents on the floor surface of the Omni Base. Do not add liquids or other substances to the Omni Base to try to alter the texture or friction coefficient of the Omni Base – doing so may damage the Omni or may cause unsafe usage conditions.

In addition to being the ultimate gaming platform, the Omni can also work as a fitness device. It is after all, a treadmill! To that end our software is capable of monitoring your distance run and calories burned over multiple gaming sessions (provided you enter your weight into the required field of your user profile). You may find that you are motivated to run further and faster than ever before as the virtual world presents you with motivating, adrenaline pumping experiences that keep you moving. As such, it is extremely important that you seek advice from your doctor before using the Omni in an exercising way (jogging and running, or walking for extended periods). If you are not in good physical condition we recommend that you initially only use the Omni to enjoy gentle, slow-paced, relaxing experiences.

If you are in good condition and would like to engage in active, high-intensity experiences on the Omni, we recommend you adopt a suitable warm-up and cool-down routine before and after your session. This will improve your performance, and also help reduce the chance of muscle fatigue or strain.



18-1. LIMITED WARRANTY

Limited Warranty Statement

Virtuix, Inc. ("Virtuix") extends the following exclusive, limited warranty (the "Limited Warranty") to you, the original purchaser of the Virtuix Product ("You"). The Limited Warranty extends only to You and is not transferable to anyone who subsequently purchases, leases, or otherwise obtains the Product from You, and applies only to Your non-commercial use of the Product. The Limited Warranty is valid only for Products purchased directly from Virtuix or from authorized resellers in authorized distribution territories as defined by Virtuix and listed on the Virtuix website at the time of purchase (the "Distribution Market"). **Unauthorized use or resale of the Product shall render this Limited Warranty null and void.**

Virtuix warrants that its products will be free from defects in materials and workmanship for the Limited Warranty period. During the Limited Warranty Period Virtuix will, at its option: (1) provide replacement parts necessary to repair the product; (2) repair the Product or replace it with a comparable product; or, at Virtuix's option, (3) refund to You an amount equal to the remaining useful life of the Product (calculated as follows: the amount You paid for the Product, divided by twelve, multiplied by the number of months remaining on the one-year limited warranty period). Replacement parts and replacement Products will be provided only within an authorized Distribution Market; will be new or serviceably used, comparable in function and performance to the original part or Product; and will be warranted for the remainder of the original warranty period or, if longer, 90 days after they are shipped to You.

Terms and Conditions (Exclusions and Limitations)

1. Term

The Warranty Period for Virtuix Products is twelve (12) months from the date of original delivery to You, so long as the Product remains in the possession of the original purchaser. Note that certain product components (for example, shoes and belts) are designed to be worn and the useful life of such components will vary depending on the amount of use. Normal wear and tear is specifically not covered by the Limited Warranty, and wearable components may need to be replaced more frequently than once per year, depending on the amount of use. Virtuix has no responsibility for cost of replacement of such wearable components.

2. Limitations and Exclusions (What is Not Covered)

This Limited Warranty does not cover, and Virtuix is not responsible for:

- a. Delivery, assembly, installation, set-up, or adjustment for original or replacement Products or labor or other costs associated with removal or replacement of the Product.
- b. Damage caused by misuse, abuse, accident, fire, flood; wind, lightning, freezing, or other natural weather or exposure conditions of any kind; neglect, theft, vandalism, misplacement, power surges, fluctuations, reductions, or failures; connections to improper voltage or incorrect electrical line voltage; viruses, malware, reckless, willful, or intentional conduct; or any modification or use of the Product that is not authorized or recommended by Virtuix.
- c. Damage caused by service or attempted service not authorized by Virtuix.
- d. Damage caused by use that is not in accordance with Product instructions or User Manual, including damages caused by failure to perform cleaning or preventive maintenance.
- e. Products used for any commercial purpose, or for any use other than the non-commercial personal use of the original purchaser.
- f. Damages caused by the combination of Products with other non-Virtuix products, accessories, parts or components or use of the products, equipment, utilities, services, or parts (including applications, installations, repairs, wiring, or connectors) not supplied or authorized by Virtuix which damage the Product or result in service problems.
- g. Damage or failure due to normal wear and tear, improper assembly or maintenance, or installation of parts or accessories not originally intended for or compatible with the Virtuix Product.
- h. Uninterrupted or error-free operation of the Product.
- i. Software, including firmware, installed on or added to the Product (for terms of service related to Software, refer to the applicable End User License Agreement).
- j. Cosmetic damage, exterior finish, discoloration of paint or plastic, or other issues that do not affect Product functionality.
- k. Modifications or adaptations made to enable a Product to operate in a country other than the country for which it was designed, manufactured, approved or authorized for sale; or repair of Products damaged by these modifications.

18-2. LIMITED WARRANTY

3. Instructions for Obtaining Limited Warranty Service

To obtain warranty service, you must deliver the Product, freight prepaid, in either its original packaging or packaging affording an equal degree of protection to the Virtuix authorized service facility specified. A dated purchase receipt is required. For specific instructions on how to obtain warranty service for your Product:

Contact Virtuix Service and Support at:

support@virtuix.com

You may be asked to assist Virtuix in diagnosing issues with your Product prior to returning the Product to Virtuix, and You agree to provide such assistance. Virtuix may require that you ship the Product or certain parts back to Virtuix. You are responsible for the costs associated with shipping products or parts back to Virtuix (or to a service center in your area specified by Virtuix). Virtuix will refund the shipping costs if the warranty claim is determined to be valid. You are responsible for assuring that all parts and components are returned to Virtuix, and that no personal or third party items or components are sent to Virtuix. Virtuix will not return and is not responsible for loss or damage to personal or third party items erroneously sent to Virtuix. YOU ARE RESPONSIBLE FOR ANY DAMAGE TO THE PRODUCT DURING SHIPMENT TO VIRTUIX OR THE AUTHORIZED VIRTUIX SERVICE CENTER.

4. Implied Warranties

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NON-INFRINGEMENT IS LIMITED IN DURATION TO THE DURATION OF THIS WARRANTY.

5. Limitation of Liability

VIRTUIX SHALL NOT BE LIABLE FOR ANY INCIDENTAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF ANY EXPRESS OR IMPLIED WARRANTY. VIRTUIX'S MAXIMUM LIABILITY IS LIMITED TO THE PURCHASE PRICE YOU PAID FOR THE PRODUCT. VIRTUIX IS NOT LIABLE TO YOU FOR EVENTS BEYOND VIRTUIX'S CONTROL, ACTS OF GOD, VIRUSES, PROPERTY DAMAGE, LOSS OF USE, INTERRUPTION OF BUSINESS, LOST PROFITS, LOST DATA, OR OTHER CONSEQUENTIAL, PUNITIVE, OR SPECIAL DAMAGES, HOWSOEVER CAUSED, WHETHER FOR BREACH OF WARRANTY, CONTRACT, TORT (INCLUDING NEGLIGENCE), STRICT LIABILITY OR OTHERWISE.

Some states or jurisdictions do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. This Limited Warranty gives you specific legal rights and you may have other rights which vary from state to state, or by jurisdiction. To the extent limited or restricted by state or local law, these limitations shall apply to the full extent allowable under such law.

6. Any Attempt to Repair the Product May Create A Risk of Injury

VIRTUIX IS NOT RESPONSIBLE OR LIABLE FOR ANY DAMAGE, LOSS OR LIABILITY ARISING FROM ANY PERSONAL INJURY INCURRED DURING THE COURSE OF, OR AS A RESULT OF, ANY REPAIR OR ATTEMPTED REPAIR BY YOU OR ANYONE OTHER THAN AN AUTHORIZED SERVICE TECHNICIAN. All repairs attempted by You on the Product are undertaken AT YOUR OWN RISK and Virtuix shall have no liability for any injury to person or property arising from such unauthorized repairs.

7. International Support

Support, including repair and replacement, is provided only in authorized Distribution Markets. You are responsible for and must comply with all applicable export laws and regulations if You export the Product from the original place of purchase. Customers outside the United States are responsible for paying all freight and brokerage charges incurred in shipping (including importing/exporting costs) any defective parts back to Virtuix, provided that Virtuix will refund the costs incurred if a valid warranty claim is made. International Customers are responsible for all customs duties, VAT, GST and other associated taxes and charges.

8. General

This Limited Warranty Statement provides the entire obligation of Virtuix with regard to repair, replacement or support of the Product. The Limited Warranty Statement shall not be modified, altered, amended, or supplemented without the written agreement of Virtuix which specifically states that such writing is intended to modify, alter, amend or supplement this Limited Warranty Statement. Any additional or altered terms shall be null and void, unless expressly agreed to in writing by Virtuix. If any term of this Limited Warranty Statement is determined to be illegal or unenforceable, the legality or enforceability of the remaining provisions shall not be affected or impaired. This Limited Warranty Statement and any sales or obligations created hereunder shall be governed by the laws of the State of Texas, without regard to the impact of any conflict of laws rules thereunder.

This Limited Warranty gives you specific legal rights. You may also have other rights which vary from state to state, jurisdiction to jurisdiction, or province to province.

19-1. TRAVR

Doc V: "My name is Doctor Tristan Verstraeten, also known as 'Doc V'. I am the founder of the TRAVR organization. You have been invited to join our battle against Hades - an evil secret-society bent on enslaving mankind. This is my story."



1. Collision

I became aware of Hades at great personal expense during my tenure as a science professor at Cambridge University. My research project at that time sought to harness the power of quantum mechanics to send vast amounts of data from one point in space-time to another. Few people knew exactly what I was working on, as the government had classified it as Top Secret. This was understandable - the potential to transport a human being instantly to another part of the galaxy, or even another dimension entirely could shift the balance of power in favor of whoever had this technology.

I had constructed a prototype quantum transportation machine unlike anything that had come before, and was just waiting on some important data from the Large Hadron Collider (LHC) to complete my calculations. The LHC is a high-energy particle accelerator developed by CERN (incidentally, the same organization from which the World Wide Web emerged). Indeed, I based parts of the machine's design on elements of the LHC.

With the new data from CERN in my hands, I was now able to test the machine. The results were astonishing - I saw that this wouldn't simply revolutionize particle physics, it could change the world as we knew it. The Nobel Prize flashed before my eyes and before I could stop myself I had circulated my findings amongst a small jury of peers. This was my greatest misjudgment. Somehow, the paper got into the wrong hands, and days later my lab was broken into and raided. I had the misfortune to be there when it happened, and the subsequent confrontation with the intruders cost me my life.

2. Rebirth

My body was found in the Cavendish Laboratory on the 17th of August, 2012 next to an unusual symbol that had been left at the scene. Also, my blood was smeared on a manila folder, obscuring certain letters in my name, so that it formed the word TRAVR. Later, my body was stolen from the morgue. Despite a police investigation and reward, my killers were never apprehended. Fearing the disastrous consequences of my research falling into enemy hands, the government subsequently covered up almost all traces of the crime.

I was reanimated, and found myself a captive of a group I later came to know as Hades. They had brought me back to life somehow in order to complete my research, which they were unable to replicate on their own. Despite my best efforts, their control over me began to subvert my will, and I knew it was only a matter of time before they forced me to reveal the secrets of the machine.

I remembered my dying act, the word I hastily marked in blood - TRAVR. It was an idea I'd had while building the machine; the idea of an elite force of warriors who could use the device to transport themselves to any point in space or time and right the wrongs of history, correcting the missteps we had taken as a species and undoing millennia of suffering. We could become protectors not only of The Earth, but of the greater collective, those worlds far removed from ours - in time we could become Guardians of the Omniverse.

A word was not enough to preserve this idea, but perhaps a message ...

3. Out of Time

Hades had me under constant surveillance. It was impossible for me to contact anyone outside of my cell. My only hope was the machine. Unfortunately, by the time it was in a sufficient state to begin sending broadcasts, Hades had enough working knowledge of it that there would be no time for anyone to mount a resistance against them. I had to send a warning back through time, but there was a problem. How could I find someone capable of receiving my message? Then it hit me, there was one person who I might be able to reach; a childhood friend from my hometown of Ghent - Jan Goetgeluk.

4. The Mistake

It was the summer of 2003. Jan and I had pooled our resources for a science project, and had procured the necessary components to perform the infamous double-slit experiment. Its quantum mysteries appealed to my theoretical mind, while the mechanical construction involving crystals and lasers was a task that Jan (then a budding mechanical engineer) was eager to take on. Our ambitious brief was to challenge the nature of causality. It was always believed that information cannot travel back in time, and yet it had been proven that a photon can be made to retro-actively collapse after it has reached its destination - simply by choosing to either destroy or observe the recorded path it took. We called this phenomenon the 'Medusa effect'.

I devised a method of harnessing the Medusa effect to read about a future event before it had happened. While I must not say too much about how it worked, essentially we ran a series of double-slit experiments and labelled them by letter. Each photon's path would be encrypted, and could not be decoded without the key. This key was a complex formula that related to the contents of an article that would be published by a certain journal, on a certain date. It could not be anticipated, or cracked. The order of letters would in the future determine which data would be revealed, and which would be destroyed - sealing its fate in the present.

19-2. TRAVR



In the meantime, we would check the interference patterns of our experiments, which would in theory reveal by association the letters as they would be written in the article. The formula was one of my greatest achievements. It was truly a thing of beauty, especially the line [REMOVED – CLASSIFIED].

In practice, it was a total failure. The read-out was gibberish. Instead of letters all we got back was a random assortment of numbers. I was crushed, while Jan seemed not to mind. Despite the failure, we were both awarded merits for our endeavor.

I'd had complete faith in Jan's assembly, and assumed that what we'd attempted was simply impossible. My recent insight into quantum mechanics now gave me pause to reconsider this. The formula involved was highly complex, and was possibly in error. Fortunately, for years I'd kept detailed records of all my experiments on a pen drive that had survived the attack, and had been brought with me to my cell. I hurriedly opened the files and reviewed my equations.

Sure enough, a simple mistake had thrown the results completely off. I recalculated, and reorganized the output. Shockingly, this now produced a string of text that made perfect sense – the experiment had worked! The story itself was from an online journal; the article recounting the latest defeat in the war against Hades. It listed the casualties with the resigned tone of a civilization on the brink of extinction. It dawned on me that this single incorrect digit had not only corrupted the output, it had also altered the target date. We had been attempting to predict a story not one week ahead, but forty years out!

The fact that the article had yet to be written meant there was still a chance I could contact my old friend Jan, but how could I be sure I'd still be around to send the message, let alone carry on a two-way conversation?

A plan began to form in my mind.

5. Message in a Bottle

I used the weapons I had available to me. Now that I had some knowledge of the future and could make contact with the outside world, I persuaded the author of the article to agree that it would be re-worded. In real life it would be meaningless, but our flawed original formula would now output a readable message.

However, altering history is a dangerous business so I had to be careful of its contents. I decided to keep the message in numerical form. It would start with the numbers 17082012. This would be meaningless to us at the time of the experiment, and so I was relying on Jan to have also kept a copy of it in his notebook. I felt there was a good chance of this, as he was even more meticulous and organized than I was.

I trusted that on hearing of my demise it would affect him strongly enough that he would be moved to look over his record of our old experiment, and notice that those first numbers matched the date I was reported dead. If he saw this, I was sure he would then scrutinize the rest of the output, and it would not take him long to realize it was a simple 'letter-number' cipher!

You may be interested to see the rest of the message. Try decoding it!

100114 200805 06012005 1506 200805 2315181204 0801140719 0914 200805
02011201140305 19201516 251521 13211920 03151420010320 0318010404150311 0805
030114 08051216 251521 0221091204 0114 012120151301200903 17210114202113
2018011419030509220518 1915 2305 030114 0315131321140903012005 13151805
0506060503200922051225 19201516 09 0123010920 25152118 1805191615141905
011404 2018011419030509220518 01040418051919 19201516 01181801140705 2015
08012205 2008051905 162102120919080504 0914 200805 160518191514011219
19050320091514 1506 20080120 10152118140112 19201516 100114 200805 0609140112
12091405 1506 200805 0517210120091514 230119 2318151407 19201516 030801140705
200805 190503151404 26051815 2015 01 06152118 19201516 20080120 01182009031205
230119 0615182025 2505011819 152120 19201516 09 11141523 251521 030114 0415
20080919 19201516 25152118 061809051404 20180919200114 19201516

[Reads – “Jan the fate of the world hangs in the balance. You must contact Craddock he can help you build an automatic quantum transceiver so we can communicate more effectively. I await your response and transceiver address. Arrange to have these published in the personals section of that journal. Jan the final line of the equation was wrong. Change the second zero to a four. That article was forty years out. I know you can do this. Your friend Tristan.”]

19-3. TRAVR



Note: the original experiment was set to output 800 characters (this includes the date at the beginning). The translated message contains 88 words. For some reason the number 8 continues to make an appearance.

I would know soon enough. I made some adjustments to our original experiment and, in combination with my quantum machine I created a 'feedback loop' that would enable limited two-way conversation.

When I turned on the machine and decoded what I hoped would be my first response from Jan, I began to despair. The screen was blank. In frustration I slammed the palm of my hand against the monitor. A moment of static accompanied the adjustment of what must have been a loose connection. In the blink of an eye the static was gone, revealing words I'd hoped and prayed to see:

'Hi Tristan.'

6. The Campaign

I worked with my old friend Jan to set up a defense force – TRAVR. This special, covert organization would use my technology to fight Hades. We had little to work with at first. Jan invested as much as he could, but it wasn't enough. We needed to find support from somewhere. As an avid gamer, it occurred to Jan that the prototype we'd built had gaming applications, and so with the timely resurgence of VR we launched a Kickstarter campaign. We called the locomotion device the 'Omni'. The support we got was overwhelming, and our goal was reached in a little over three hours. We realized that we now had an opportunity to use VR to discover and train up the best agents, so we made the creation of this training software our stretch goal. Our campaign went on to achieve over 1.1 million dollars.

7. The Crimson Shards

There was no time to lose, so we immediately started looking for recruits. We found two promising candidates – 'Modman' and 'sutekiB' who were both Kickstarter backers and forum moderators. They agreed to help investigate Hades, and began their VR training. As they uncovered startling truths and honed their skills on the Omni, we saw the true potential of the community. I asked Modman to 'leak' some of my messages on YouTube and re-upload my webpage: <http://verstraetenphd.com/> while sutekiB published his findings on his blog, www.crimsonshards.com. The reaction was initially incredulous, however we were still able to recruit more agents. Unfortunately, this move also attracted the attention of Hades, and the two became targets.

They followed sutekiB, who noticed the symbol of Hades wherever he would go; while Modman was lucky to escape a serious 'accident' that almost claimed his life, leaving him with a broken leg and fractured pelvis.

To overcome this force of darkness, we needed to expand our ranks – we had to finish the Omni and ship them across the world. If we could unite mankind and locate the shards quickly enough, then Hades would be rendered powerless. The clock was ticking however, and the challenges we faced held back our production month after month. If we didn't ship soon, it would be too late and all our efforts would have been in vain.

If you're reading this, then there is still time.

8. You

Agent, we need your help. Use Training Ops to develop the locomotion skills you will need to track down the shards. Use Shadow Ops to test your nerve and prepare for the encounters you will face. Use Arena to hone your combat and team-working ability. When the time is right we will notify you, and the quest for the shards can begin.

Agent, in the meantime there is yet another game – a hidden one, which you can find within the pages of this manual. We've concealed it, and wrapped its objectives in riddles and mysteries. There is more to an agent than the rank they achieve or their position on the leaderboard. Finishing this game will be difficult, but your efforts will be rewarded.

Good luck agent. I hope to meet you someday – in the Verse!

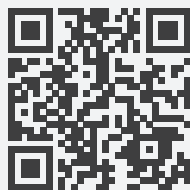
Doc V.

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